

# Package ‘gameR’

May 27, 2024

**Title** Color Palettes Inspired by Video Games

**Version** 0.0.6

**Description** Palettes based on video games.

**License** GPL (>= 3)

**Encoding** UTF-8

**RoxygenNote** 7.3.1

**Suggests** testthat (>= 3.0.0), ggplot2, magrittr, palmerpenguins,  
knitr, rmarkdown, spelling

**Config/testthat/edition** 3

**URL** <https://www.constantine-cooke.com/gameR/>,  
<https://github.com/nathansam/gameR/>

**BugReports** <https://github.com/nathansam/gameR/issues>

**VignetteBuilder** knitr

**Language** en-US

**NeedsCompilation** no

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**Repository** CRAN

**Date/Publication** 2024-05-27 13:00:02 UTC

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gameR_cols	<i>Choose a gameR palette</i>
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**Description**

Choose a gameR palette

**Usage**

```
gameR_cols(palette = NULL, reverse = FALSE)
```

**Arguments**

palette	Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, gris, kirby, ocarina, okami, p3r, p4g, pman, rayman, sonic, spirit, splat, superbros, wow
reverse	Logical. Should the palette be reversed? Defaults to FALSE.

**Value**

Vector containing a hex color code representation for the chosen palette

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gameR_cont	<i>Generate continuous palette from a discrete gameR palette</i>
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**Description**

Generate continuous palette from a discrete gameR palette

**Usage**

```
gameR_cont(  
  n,  
  palette = NULL,  
  reverse = FALSE,  
  bias = NULL,  
  interpolate = "spline"  
)
```

**Arguments**

n	Number of colors to be generated
palette	Character name of palette. Either banjo, blocks, border, cowboy, cups, cyberpunk, fallout, gris, kirby, ocarina, okami, p3r, p4g, pman, rayman, sonic, spirit, splat, superbros, wow
reverse	Logical. Should the palette be reversed? Defaults to FALSE.
bias	Passed to <a href="#">colorRamp</a> . A positive number. Higher values give more widely spaced colors at the high end.
interpolate	Passed to <a href="#">colorRamp</a> . Use spline or linear interpolation

**Value**

Vector containing a hex color code representation for the chosen palette interpolated across n values

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